

GALACTIC PINBALL



VIRTUAL BOY™

INSTRUCTION INCLUDED

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Thank you for selecting the Galactic Pinball™ Game Pak for the Nintendo® Virtual Boy™ System. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

WARNING

This product MUST NOT be used by children under the age of seven (7) years. Artificial stereoscopic displays may not be safe for such children and may cause serious, permanent damage to their vision.

Before using the Virtual Boy, carefully read the Virtual Boy Instruction Booklet and the Consumer Information and Precautions Booklet. Make sure before playing that you correctly adjust the hardware, including the SPD and FOCUS. Do not play if you are feeling tired. Discontinue use immediately if you feel dizzy, nauseated or tired or if you eyes hurt or become strained. Do not use unlicensed or counterfeit games. Failure to follow all instructions could injure you and cause serious damage to your vision or hearing.

For additional copies of the Virtual Boy Instruction Booklet, call 1-800-299-3700.

(CHOKING HAZARD - SMALL PARTS)

NOT FOR CHILDREN UNDER THE AGE OF THREE YEARS. Babies and young children could choke on the Virtual Boy Game Pak cover. Keep the Game Pak cover out of reach of small children.

The Game Pak has a battery backed function to record the progress of the game.

CAUTION: Do not rapidly turn the power switch on and off, as this may shorten the life of the batteries and cause battery backed-up Game Paks to lose your saved information.

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Before Starting The Game

When using the Virtual Boy, several adjustments must be made before starting the game. For your health and safety, be certain to perform these adjustments. If you wear glasses or contact lenses, be sure to wear them while using the Virtual Boy.

Insert the Game Pak into the Virtual Boy, then turn the POWER switch located on the front of the controller to the ON position. When the screen pictured to the right appears, continue with the IPD and FOCUS adjustments.

Press the START button to display the "IPD and FOCUS adjustment screen." Both adjustments are made using this screen.



IPD Adjustment

This adjustment sets Virtual Boy to the distance between your eyes (the Inter Pupil Distance). While looking at the adjustment screen, turn the IPD dial located on top of the Virtual Boy until you can see a mark in all four corners of the screen, as shown in the following illustration. The best adjustment may allow you to see only three of the four marks. When you have completed the IPD adjustment, proceed with the FOCUS adjustment.



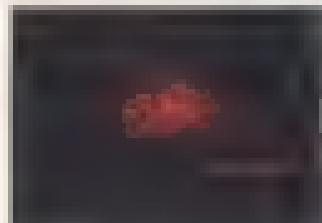
Focus Adjustment

This adjustment makes sure that you see the game image in the Virtual Boy display clearly. Move the FOCUS slider to the CENTER POSITION as marked on the housing. For most people, the center position should give you the clearest image. If the image is still fuzzy, then adjust the FOCUS slider right or left until the image is sharp and clear.



Automatic Pause Function

All Virtual Boy Game Pak's contain an automatic pause function. After completing the IPD and FOCUS adjustments, press the START button and the screen pictured at right will appear. The automatic pause is preset to the ON position. Nintendo recommends that you **ALWAYS** set the automatic pause to ON. To override the setting, use ← or → on the L-Controller Pad, then press the START button to begin the game.



After playing Galactic Pinball for 20 minutes the Auto Pause Screen will come up. At this point, please take a break and give your eyes some rest. After your rest is completed, press the START button to restart the game.

2

Controller Functions

LEFT BUTTON

- Activates the left flipper.

LEFT+CONTROL PAD

- Activates the left flipper.
- Switches between menu items.
- Controls your ship during the hidden games.

SELECT

- Brings up the Adjustment Screen when the game is paused.

START

- Starts the game.
- Pauses the game.



POWER SWITCH

TURNS THE VIRTUAL BOY ON AND OFF

RIGHT BUTTON

ACTIVATES THE RIGHT FLIPPER

RIGHT CONTROL PAD

ACTIVATES THE RIGHT FLIPPER

A BUTTON

SHOOTS OUT A BALL

SHOOTS DURING THE HIDDEN GAMES

OR STOPS THE BONUS ROULETTE SPIN

ACTIVATES MENU SELECTIONS

B BUTTON

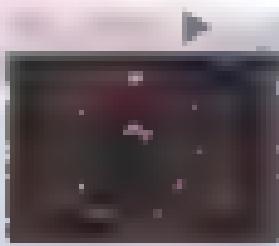
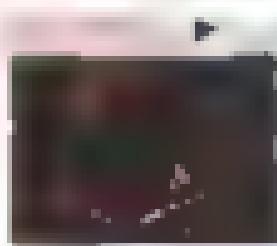
SHAKES THE TABLE



How To Play



At the Title Screen, if you press the START or the A Button, you will go to the Table Select Screen. Choose a table by using the Left & Control Pad. Press the START Button or the A Button to begin game play.



By selecting the Top Scores Screen, you can gaze upon the most glorious scores set for each table. Select EXIT to return to the Table Select Screen.



The Rules.

You get five pucks. Keep the puck in play with the flippers and try to beat the high score. If the fifth puck drops out of play your game is over.

Launching The Puck:

To launch a puck press the A Button. A power meter will be displayed at the top right of the screen. The longer you hold the A Button down the smaller the power meter will become.



Shaking The Table:

To shake the table press the B Button. If you are overly aggressive with your shaking you will cause a "TILT". This will disable the flippers and the puck will drop out of play.

Name Entry

If your score is among the top five for the table, the Name Entry Screen will appear. Use the Left/Right Control Pad to select letters and enter them with the START or A Button. The B Button will act as a backspace to correct mistakes.

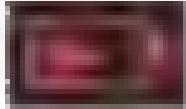


Reset.

You may reset the game by pressing the L Button, R Button, Select, Start, A and B Buttons simultaneously.

Battery Indicator

When the batteries get low the Battery Indicator will flash on the screen as shown on the right. Please change the Virtual Boy's batteries promptly.



Bonus Roulette:

On some of the tables you can activate the Bonus Roulette wheel. You will get helpful extras such as a "Kick Back."

Target Letters:

On some tables, if you hit all the special letter targets and spell the baby's name you will receive a large bonus.

Lost Bonus:

These are points you receive when the puck drops out of play. The longer you play the higher the bonus. If you get Bonus x2 with Bonus Roulette your Lost Bonus will be doubled! Play skillfully to get a larger bonus.

Extra Puck:

Each table has an extra puck bonus. Try to find them all.



Cosmic Mystery

The vast expanse of the Milky Way Galaxy is unfathomable. It has immense size and beauty, magnificence and peace reign. Many of its mysteries have been discovered only to slip back into obscurity. And now, from the very depths of the galaxy comes the story of a very strange world.





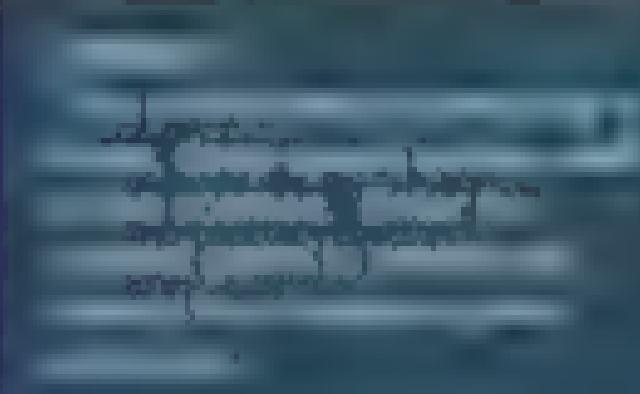
Cosmic Colony

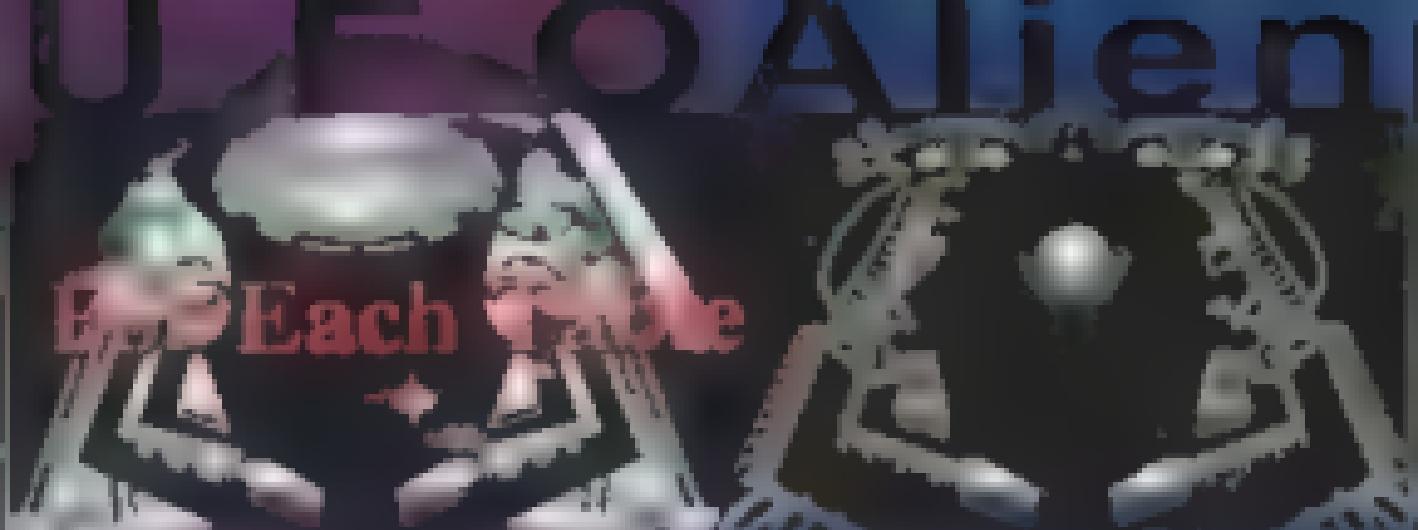


Overview

You are

Federation investigator. You
mysteries of the far-flung
Many dangers await you,
including space aliens,
your planet's
mysteries.





Uno

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Coenic



About The Tools

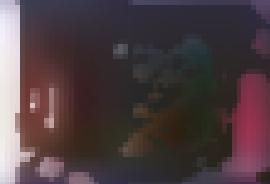
- Kick Back Switch
- Planet Changer
- Cyber Rouser
- Crush Dumper
- Coenie Thumper
- Plasma Gun
- Coenie Whizzer

If you hit all three small planets with the puck, during the first stage, the **Kick Stage** will be triggered.

If you shoot the puck into your hole, you get the **Power Stage**. This gives you a limited amount of time to shoot the puck into the **Hell Hole** and collect the bonus.

When you shoot the puck into this hole, the **Bonus Roulette** will

start. The puck will bump into the floor as you play, so stay away from the bumpers in the top right for a limited time. If you touch all three, they spin at a fast rate.



Drop the puck in here to collect a Target Letter.

After the puck has entered the Hell a set number of times, you will go to the **Bonus Stage**.

Every time you make a goal or miss a shot, the time will change. You can also change the time by shooting a puck. Be given a task for sending the puck through a number of rings.

Colony



- Control Tower
- X-Ray Radar
- Sensor Array
- Communication Radar
- Remote Ship Hanger
- Landing Pad
- Center Dome

Send the puck through all of them while the arrows are flashing and the formation is cleared.

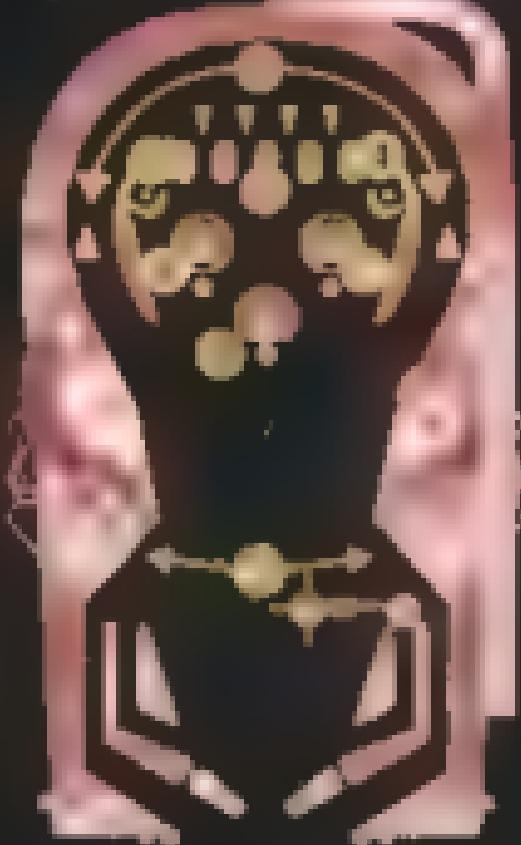
Clear all seven formations and you will get a chance at the jackpot!

Once you clear the hall, get a letter while the arrows are not flashing. Spell the word **RE SCUE**™ and a rescue ship will appear for a short time. The puck will be drawn magnetically to the rescue ship. To release the puck from the ship, press the A Button.



When small planets approach, the radar on the left will alert the player to their presence. Use the joystick to move the planet away from the player and away from the rescue ship.





- Blood On My Hands
- UFO Target Chaser Gold
- UFO Radiation Bumper
- Bonus Chaser Gold
- Top Lane
- High Speed Lane
- Speed Mark Bumper





Drop in here to collect a mark, which allows you to enter the Bonus Stage.

Drop in here to collect a mark, which allows you to enter the Bonus Stage.

When you drop in here, the right bumper will drop two marks. and become Bonus Bumpers. Shoot the puck at the Bonus Bumpers when and a skull will appear. Shoot the puck into the mouth of the skull a certain number of times to get the jackpot.

vs Flash. This



When the Speed Marks Nash, shoot the puck through it.



Alien's Head

Drop Target Head

Drop Target Body

Bonus Head

Alien Target Head

Transferring Head

Alien's Legs

Alien Bonuses

→ → → → → → → → → →

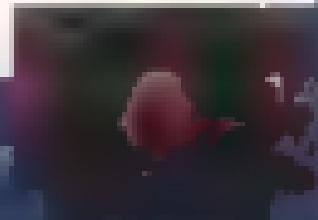
Knock them all down, and the

Alien Bonus will appear. Shoot
the Alien Bonus to get a
random bonus.

→ → → → → → → → → →

→ → → → → → → → → →

Hit the alien until the arrow to the
Alien's Hat begins to flash.
Then shoot the puck n ♀ for
the Alien Bonus. Four Alien
Bonuses gives you a shot at the
jackpot!

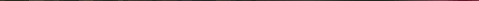


SCAIIIC STAGE

... when you collect a certain number of them.

10. The following table shows the number of hours worked by 1000 workers in a certain industry.

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types of other pests 

Glossary Of Terms

Puck

The pinball.

Flipper

A pivoting bar which the player uses to strike the pinball.

Lost

Allowing the puck to drop off the table.

Bumper

The static side walls which reflect the puck.

Lane

The pathways that the puck can travel through.

Hall

Openings that the puck can disappear into.

Drop Target

Panels which fall when struck by the puck.

Center Post

Appears between the bottom flippers to save the puck.

Kick Back

These block the bottom side lanes which drain the puck off the table.

A Million

1 Million = 1,000,000 points.

Jackpot

This is the biggest, single pay-out of a table.

Table

The pinball playing surface.

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Or your local authorized Nintendo retailer.

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WHR

Horizon or American LCD (hereinafter referred to as the original purchaser) that the product (hardware, game cards and accessories) does not have defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during the three (3) month warranty period, Horizon will repair or replace the defective product or component (at its) at its option, free-of-charge.

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WARRANTY SERVICE OR REPAIR SERVICE AFTER EXPIRATION OF WARRANTY

You may need only simple instructions to correct any problems with your product.

Call the Consumer Assistance Helpline at 1-800-228-0700 rather than going to your dealer. Hours of operation are 8 a.m. to Midnight Pacific Time, Monday through Friday, and 9 a.m. to 7 p.m. Pacific Time on Saturday (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest authorized distributor (Regional Center™) or you will be offered express factory service through Resale™. In some instances, it may be necessary for you to ship the complete product. Please call (949) 636-1000 and indicate how long (or damage) is the nearest service center.

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This warranty is valid only in the United States.

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